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About This Game

By buying the OKW army individually, players who do not yet own any COH2 product can access all existing Company of Heroes 2 maps in auto-match, and play against all other existing factions in multiplayer or through skirmishes against the AI.

The Oberkommando West, battle hardened and newly equipped, are a resurgent and very dangerous foe. Despite being challenged by an economy nearly shattered after years of continuous war, the Oberkommando West still manage to field some of the most impressive heavy armor yet seen: the technical prowess of Germany is on full display as devastating armored force equipped with a new generation of super-heavy tanks repeatedly counterattack the US Forces attempting to drive into the heart of Germany. Seventy ton 'King Tigers' are supported by well-trained infantry; assault Sturmpioneers lead the way while capable Volksgrenadiers are a threat to enemy infantry and vehicles alike.

KEY FEATURES

- OBERKOMMANDO WEST
  A completely new take on the German forces brings brand new abilities and new strategies to the frontline

- THE WESTERN FRONT
  Expand the war to the popular Western Front theater of combat, featuring breathtaking new environments, that bring realism and vibrancy never before seen in the game

- NEW MAPS

Eight stunning new maps join the extensive collection of 23 existing Company of Heroes 2 maps as well as over 1,000 community created maps available on the Steam workshop

- INTENSE ONLINE COMBAT
Feel the unprecedented ferocity of frontline strategic warfare and engage in visceral battle with adversaries across the globe

- EVERY BATTLE TELLS A STORY
Experience the up-close moment-to-moment brutality of frontline warfare and control the battle through your military prowess

OKW vs OTHER COH2 MULTIPLAYER ARMIES

Find out the multiplayer army (and associated game/standalone) that suits your play style.

COMPANY OF HEROES 2

FACTION PROFILES

An army for every player

Soviet Army

Mother Russia playing its manpower card. Great for initial mass production, but limited unit upgrades force player to build fresh new units instead of capitalizing on veteran units. Rather weak with and against armor units.

Wehrmacht Ostheer

The early-to-mid war Eastern front German army. A very tech-advanced but defensive faction, with a slow start. What it lacks in manpower it makes up for it with various unit upgrades, allowing players to fully benefit from veteran units.

Introduced in COH2

Oberkommando West

The late war Western front German army. A very aggressive and powerful army with very specialized and elite units, yet in very limited numbers. Requires to play with a clear intent. Devastating armor by late gamesituation.

U.S. FORCES

The typical US expeditionary corps. Allows for a variety of approaches. Very powerful at combined arms tactics, but inevitably a bit weak in the heavy armor dept.
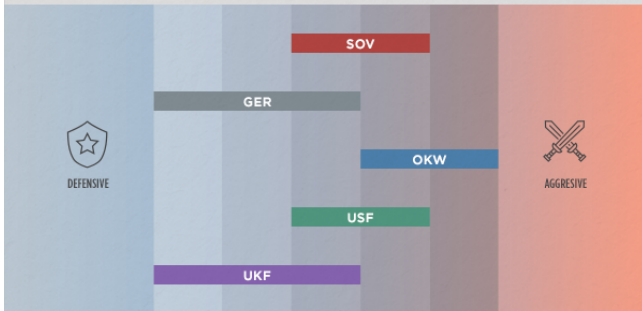
Introduced in COH2: TWFA

BRITISH FORCES

Two very different armies contained in one. Tech tree is focused around constant trade-offs between mobility VS defense, leading to rather different mid and end games based on the choices made. Surprise your opponents!
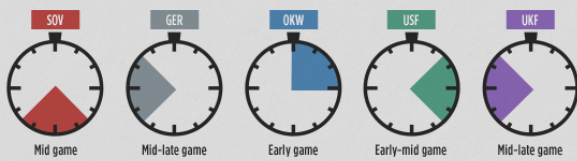
Introduced in COH2: TBF

FAVOURED PLAY STYLE

DEFENSIVE — AGGRESIVE

SOV, GER, OKW, USF, UKF

AVERAGE ARMY SIZE

SOV, GER, OKW, USF, UKF

UNIT VERSATILITY

SPECIALIZED — All AROUND

OKW, SOV, UKF, GER, USF

EARLY VS MID VS LATE GAME ADVANTAGE

SOV — Mid game
GER — Mid-late game
OKW — Early game
USF — Early-mid game
UKF — Mid-late game

Title: CoH 2 - The Western Front Armies: Oberkommando West
Genre: Strategy
Developer:
Relic Entertainment, Feral Interactive (Mac), Feral Interactive (Linux)
Publisher:
SEGA, Feral Interactive (Mac), Feral Interactive (Linux)
Release Date: 23 Jun, 2014

 a09c17d780

Minimum:

Memory: 2GB RAM

Processor: 2Ghz Intel Core2 Duo or equivalent

Graphics: 512MB Direct3D 10 capable video card (GeForce 8800 GT or Radeon HD 2900XT)

OS: 32bit Vista

Internet: Broadband Internet connection

Hard Drive: 30GB free Hard disc space

English,Czech,French,German,Italian,Polish,Russian

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See My Review Video Below:

https://www.youtube.com/watch?v=jO9ZpWdfw-I

Equin: The Lantern is roguelike developed by DXF Games, challenging the players with the goal of conquering the 50 floor dungeon and its evil inhabitants in a quest to the bottom to find the mysterious lantern itself.

TLDW:

Pros:

- Low Price, often on sale.

- Simple to pick up, fast gameplay.

- Deceptive levels of depth and resource management that will challenge experienced Roguelike Players.

- Classes each have independant playstyles.

- Catchy 8-bit music cfreated by Rocco W but this depends on taste.

- Attractive retro apperance.

- Attempts to add addition features usually unseen in Roguelikes.

- Low Space and hardware requirements.

- Steam Cards and Achievements.

- Good Steam Guide Support.

Cons:

- Lack of interface options.

- No tutorial or rulesets mentioned in game however plentiful tooltips offset this slightly.

- Interface slightly clunky, can be difficult to find information on status effects.

- Text can be difficult to read.

- Combat can be slow and clunky.

- Screen flashes uncomfortably when struck in combat and may cause issues with people with sensitivity to such effects.

- Permadeath can lead to frustration.

- Limit Class Choices.

- Music rarely changes.

Final verdict: Worth the price, if you enjoy roguelikes and want something a little different I recommend picking it up while on sale.. With Sniper Elite V2's DLC, they decided to go for non canon seperate missions far from it's story instead of expanding upon it. With SE3, the DLC is a direct sequel to the events of the main game. Save Churchill had me very mixed. Basically, the levels ranged in quality differences. I decided to talk about all of them. Check out my reviews page to see the reviews for them.

Part 1 is titled "In Shadows" and reuses a map from the base game. It's nothing special although there is a few moments worth looking at. Nothing much happens in it but remember it's just the beginning of the story to this DLC Trilogy. Karl faces a new enemy that we will see soon. The DLC is okay for the most part but I wouldn't suggest buying it separately. Instead, buy the Season Pass so you can experience the entire story in one sitting. It will probably take you 90 minutes or 2 hours to beat them all.

Overall, an alright story expansion of a trilogy but nothing worth going bananas over.. Looks very poor, needs to be room scale.. A fun survival game. The Zero-G is well implemented, however, note that you are always verticle. This probably a design decision for orientation purposes and doesn't take a lot away from the gameplay. For Early Access, it has a good level of content and interactibility, moreso than most complete titles.

The tutorial does a great job explaining the basic mechanics, but you are predominatly on your own once the game begins. There are some tooltips and text blocks that give you enough information to figure things out.

I do think there is a scaling problem. Conserving your resources and trying to scavange items can be rough in the early game. I died a few times before it became somewhat manageable, then hazards increase and make it difficult to manage again. Maybe it's an experience issue, but at a rather early part of the game it makes things frustrating losing your inventory.

Overall, it's fun and I look forward to future developments.. BE READY2 BARF. If this game was cheaper I may have recommended it but at £4.99 I can only say to buy this game during a huge discount or as part of a bundle.

The game is okay for what it is and if you like time-management games then you could easily sink a couple of hours into it, but for £1 more the trilogy of 12 Labours of Hercules can be purchased on Steam and are far superior to this game.

http://store.steampowered.com/app/342580/
http://store.steampowered.com/app/360640/
http://store.steampowered.com/app/360650/. This is, by far, the best thing I have ever seen on the rift. I honestly could not see how they could improve on the 3D experience. The depth and scaling of the scenes really make it pop, and it gives a quite beautiful landscape (think James Cameron Avatar fluorescent night scene type coloring and style). I received almost 0 ill effects from this game (an 8 hours session in half life 2 gives me a pretty bad headache). The game is fun and you can kill time in it pretty quickly without even realizing. It\u2019s also nice that they allow you to control yourself with both your headset and a keyboard, as they give completely different experiences.

However, the game definitely needs some tweaking in a few areas.
#1 The random generators can be completely unfair. I once made a perfect run on a track in hard mode, and still lost 30 seconds. Kind of ruins the fun of a game when you are constantly put in unwinnable scenarios.
#2 Starting in hard mode, you get a bowling ball type obstacle. This obstacle can also make the game completely unfair. For example, you\u2019re coming up on a 5-protein chain, but have the bowling balls before it. They are not likely to make it through to the red walls. I cannot find a sure way to hit the balls to guarantee at least 1 will get through.
#3 Sometimes the vertical climbs can be just a bit too steep, and the red walls come up so quickly, there is literally no time to make a guaranteed dodge, leaving it up to luck.

Although, I\u2019m sure these problems can be fixed without having to make any large changes to the codebase, so I expect the authors will be able to get this right some point soon (\u201cA Story About My Uncle\u201d being a great example of early-access developers listening to the fans on gameplay tweaking :-)). Oh. And achievements are always nice ;-)

Thinking of buying this game? Don't. The developers have outright stated that they have stopped working on this game to work on their "next-generation virtual world"...

Hmmm isn't this strange, so I guess we can expect the same garbage from that game too?

As usual another indy developer taking the money and running, giving a 1/2♥♥♥♥♥release.

You guys should hire Ben Palgi!
. Fun game overall. For now it looks like the variable that provides the challenge is time. Fun for scenarios but not freebuild. The concept is outstanding and the trade system works very well. In addition, its fun to work within the trading system. I would love to see more challenge around logistics by using tankers or oil rigs and having the ability to own fleets of both. That would introduce an entirely new overhead cost that would be fun the manage not to mention the challenge of seeting routes. Also, I dont know too much about oil drilling but I have to think there are more specialized buildings. I would love to see additional buildings. Employee issues like hiring, firing, assinging duties, shifts, etc...would be interesting. Again, it would add another level of financial management to the game.

Again, overall its an outstanding game, fun to play and easy to learn. It provides enough challege right now to be worth the money. I anticipate future patch updates or add ons.. Wish I'd read the reviews before buying. Absolute waste of money for \u00a33.99.

Game was too short, not even an hours game play. Was also glitchy meaning I had to restart a couple of levels as it wouldn't let me click.

Puzzles were too simple and it makes our that level 10 is a level by letting you click 'play' but its not a real level. So in effect only 9 levels.. It\u00b4s a tricky game. Easy to learn, hard to master.
10\/10 Would buy again.. I hate you 3000. I was an official tester and I really enjoyed it. The Next World has an interesting mix of turn-based strategy and visual novel going on. While it does not focus too deeply on one aspect exclusively, it does bring an amazing experience with an awesome story by unifying those aspects.

I loved the personality of each character, their growth and the story development. Meanwhile the gameplay itself has a rogue-like feel, but without being as severe, creating a great experience flow.

I recommend it if you are looking for something refreshing and different with a deep story filled with moral choices.
. This is a superior version of the 3DS port that came to the United States. Runs at 60fps and has a good online time ranking infrastructure. The Umihara Kawase games have such a wonderful feel and at 15 bucks this one is a steal (it originally retailed for 30 on the 3DS). I've always loved exploring and rubbering around in the surreal Umihara Kawase worlds and I'm so happy that this and apparently the other ones are coming to Steam. The truth is, Umihara and I are best friends in real life. We got on adventures together and she shares her best sushi recipes with me. this shouldnt even be called a game, terrible

LMAO. wow

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